FIGS.5C - H illustrate various embodiments of the methodology by which user images can be input, stored, and utilized with a predefined presentation to create an integrated presentation output, in accordance with the present invention;

Please replace page 37, lines 25-28 as follows:

A Storage Card interface **390** is adapted for the user to connect to a Storage Card **130** for storage of User Visual Image data (and other data as appropriate) for removal by the user to later connect to a Storage Card interface on either a video game apparatus **300** or on an adapter interface system **110**.

Please replace page 38 line 9 to page 39 line 11 as follows:

The booth 400 also contains a microphone 360 for picking up the user's voice. As described elsewhere herein, the speech parameter data is recorded for future use in synthesizing the user's voice at a later time. Memory space for the user's voice is reduced since only the important speech parameters needed to reproduce the speech are stored.

FIGS.5C - H illustrate various embodiments of the methodology by which user images can be input, stored, and utilized with a predefined presentation to create an integrated presentation output, in accordance with the present invention.

Referring to FIG. 5C, a method of generating a visual presentation is illustrated, comprising:

(Step 20:) Start process;

(Step 22:) represent a user presentation as a user image signal;

(Step 24:) represent a video presentation as video presentation signals comprised of tracking signals and associated video signals;

(Step 26:) Are both the user presentation and the video presentation ready?

If not ready, go to step 22; otherwise proceed to step 28;

(Step 28:) integrate the video signals and the user image signals responsive to   the

tracking signals, to integrate the respective user presentation for the user image   signal

with the respective video presentation for the associated video signal to   provide a integrated

video presentation output; and,

(Step 30:) Provide video presentaion output (e.g. LCD, CRT or equivalent (e.g.   see

Fig. 11), or projection onto a wall or movie screen (e.g. such as shown in Fig. 12).

(Step 32:) Done.

Referring to FIG. 5D, Step 28 is further expounded upon,

comprising:

(Step 28:) Start process;

(Step 29:) Are tracking signals ready? (e.g. manually generated tracking data,

automatically generated tracking data, and motion-capture data representative of at

least one of a plurality of defined actor positions, time and spatial data, etc.)

If not ready, go to step 29;

otherwise proceed to step 31;

(Step 31:) control placement of the user presentation into the associated video

presentation, responsive to the tracking signals.

(Step 34:) Done, go to step 30.

Referring to FIG. 5E, a method of providing a visual presentation is illustrated, comprising:

(Step 40:) Start process;

(Step 42:) provide digitized image data representative of a display presentation of at least

a portion of a person;

(Step 44:) provide ancillary data representative of a display presentation of

ancillary attributes;

(Step 46:) Are both the ancillary and the image data ready?

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If not ready, go to step 42;

otherwise proceed to step 48;

(Step 48:) select one of a plurality of image integration options for selectively

mapping and linking the display presentation for respective ones of the image data

and the ancillary data;

(Step 50:) Option Selected?

If option is not selected, go back to Step 48;

otherwise, if option is selected go to Step 52;

(Step 52:) integrate the respective image data and the respective ancillary data responsive

to the selected image integration option to modify the display presentation of the at least portion

of the person with the ancillary attributes, to provide modified image data;

(Step 54:) provide the visual display presentation responsive to the modified image data.

(e.g. LCD, CRT or equivalent (e.g. see Fig. 11), or projection onto a wall or movie screen (e.g.

such as shown in Fig. 12).

(Step 55:) Done.

Referring to FIG. 5F, a method of providing an integrated visual presentation and storing

onto videotape or other medium, is illustrated, comprising:

(Step 60:) Start process;

(Step 62:) provide a customized image;

(Step 64:) provide a background image (e.g., a video presentation, an audiovisual

presentation, and an audio presentation).

(Step 66:) Are both the customized and background image data ready?

If not ready, go to step 62;

otherwise proceed to step 67;

(Step 67:) Superposition of customized image and background image

(Step 68:) Produce customized videotape or equivalent responsive to superposition.

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(Step 69:) display a video display presentation responsive to the customized

videotape

(Step 70:) Done.

Referring to FIG. 5G, a method of integrating an image from a secondary source into a

predefined image source visual presentation, is illustrated, comprising:

(Step 71:) Start process;

(Step 72:) provide a presentation output from the image source;

(Step 74:) provide providing a user image from the secondary source

(Step 76:) Are both the presentation output and the user image ready?

If not ready, go to step 72;

otherwise proceed to step 77;

(Step 77:) integrate and utilize the user image from the secondary source to participate

with predefined associative actions in the presentation output as an extra actor;

(Step 78:) Done.

Referring to FIG. 5H, a method of integrating an image from a secondary source into a

predefined image source visual presentation is illustrated, comprising:

(Step 80:) Start process;

(Step 81:) provide a predefined image source presentation output;

(Step 82:) provide a user image;

(Step 83:) select an image portion of the presentation output as a selected portion for user

image associative integration;

(Step 84:) Is the selection ready?

If not ready, go to step 81;

otherwise proceed to step 85;

(Step 85:) analyze the presentation output associated with the selected portion;

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(Step 86:) Is the analysis complete?

If not complete, go to step 85;

otherwise proceed to step 87;

(Step 87:) integrate the user image with the selected image portion;

(Step 88:) provide a modified presentation output wherein the user image is

associated with and integrated into the selected image portion in the presentation output;

In one embodiment, the method proceeds to conclusion by going to step 91. In an

alternate embodiment, the method proceeds first via steps 89 and 90, before going to step 91 to

conclude.

(Step 89:) store the modified presentation output in a non-volatile form as stored

audiovisual content; and

(Step 90:) provide a display presentation (e.g. television, movie, computer display, etc.)

responsive to the stored audiovisual content.

(Step 91:) Done.

Referring to FIG. 6, a flow chart illustrates the process for a service bureau

communication and storage and retrieval of user image data, such as the creation of storage cards

from user provided image data, such as VHS video tapes, eight millimeter video tapes, still

photographs, floppy disks from computers containing digitized images, floppy disks from still

cameras, audio inputs, and parameter data for computer generated video and audio, stored on any

medium.

The use of a service bureau can extend beyond video games. These storage cards can be

used for a lot more than games. They could also be used to incorporate users into new or

existing movies, allow users to preview how they would look in new clothes, be used to see how

various transformations (aging, etc.) would affect a user, etc. This card could plug into a variety

of devices other than video games, such as teleconferencing and security.

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As shown in FIG. 6, (Step 1010:) the user starts (Step 1020:) by providing the images to the service bureau or central server. This can be done in various ways, such as an in-store program at stores that sell the video game cards, video game apparatus, systems or related materials. This can also be done via a mail-in or a walk-in service, not as part of an existing store, or via a modem link from one or a plurality of separate physical locations of booths, games or computer systems. After the user has provided the images to the service bureau, different processing steps are utilized depending on the form of input (e.g., analog, digital, video still, video motion, and audio, etc.). (Step 1030:) A decision is made as to which path is taken. (Step 1040:) For audio, the input is preferably speech that is digitized and word phrases selected or model parameters extracted. (Step 1041:) If word phrases are selected, then (Step 1042;) the process provides formatting, mapping and storage of the word phrase digitized data along with the associated mapping information. Alternatively, (Step 1042:) if model parameter data is present, the model parameter data is formatted and mapped for utilization by a sound synthesizer to operate in accordance with the model parameters. (Step 1055:) If the user images are still motion, then the process continues to digitize them if not already digitized. (Step 1052:) If the user images are motion video, then they are first freeze-framed to create a still, and digitized if necessary. From there both still and motion video are processed similarly, in that (Step 1060:) a decision is made to select poses. If yes, (Step 1080:) canned poses are selected, mapping data and formatting is generated, and the image data and mapping data are stored onto the storage card medium. If no poses are selected (Step 1070:) then the image data is formatted, mapped, and stored, for use and assignment to particular game functions other than poses. If model parameter data is present, it is formatted and mapped for utilization in presentation generation. In one embodiment, (Step 1081:)the formatted and stored data is communicated, such as via modem link to and/or from one or a plurality of separate physical locations of booths, games or computer systems.

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